

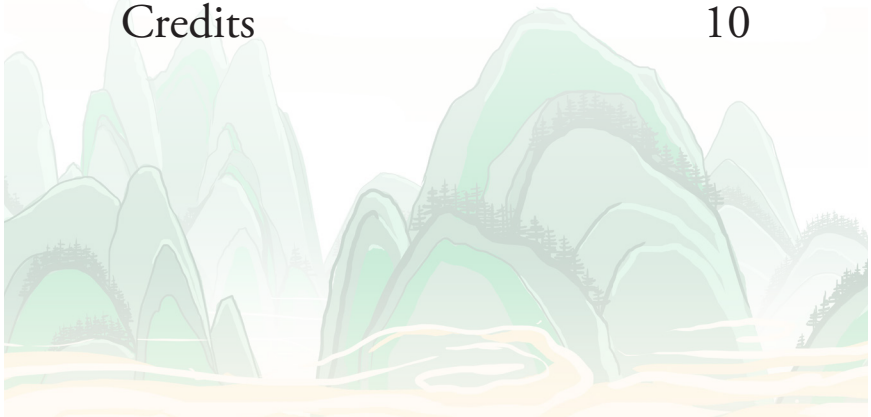






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# SETTING UP THE GAME

To play this game, you will need:

- Windows XP/Vista/7/8
- Minimum screen resolution of 1366X768 pixels
- Keyboard
- Mouse

## Installation

1. Download the latest version Dash.
2. Right-click “Dash.zip,” and unzip the files to the desired location (we suggest you save it to your Desktop). It then should create a new folder called “Dash.”
3. Inside the Dash folder, double-click “setup.exe” and follow any on-screen instructions.
4. Enjoy!

## Uninstallation

1. Find your Dash folder.
2. Double-click “setup.exe.”
3. Choose the “Remove” option and follow any on-screen instructions.

# THE WAY OF THE WARRIOR



All birds know that the trials to become a Grandmaster Warrior are extremely dangerous



- especially you.

But no bird ever became a master by giving up,



so don't back down.



Fight, learn,



and persevere.



Then,

and only then,



are you ready to become a **master.**

# THE TRIAL OBJECTIVES



The main objective of each trial is simple: find and retrieve the golden lantern. But the challenges you will face will not be. Each trial is a test of three parts:



## Strategy

Defeat your opponents. Most will have special techniques, so you must adapt your methods to handle them.

## Agility

Navigate to the end. Each trial will have obstacles to challenge your wit and dexterity. Do not fall from the skies!

## Diligence

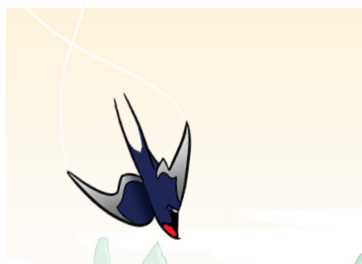
Maximize your score by chaining kills to increase your combo multiplier and by finishing as quickly as possible.

# FLIGHT CONTROLS

Like with all things, getting used to your new wings will take time. However, control over them is easy.



to *dash*.



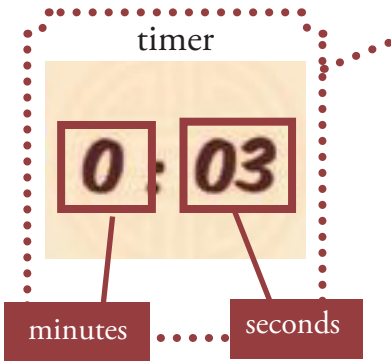
space

to *focus*.

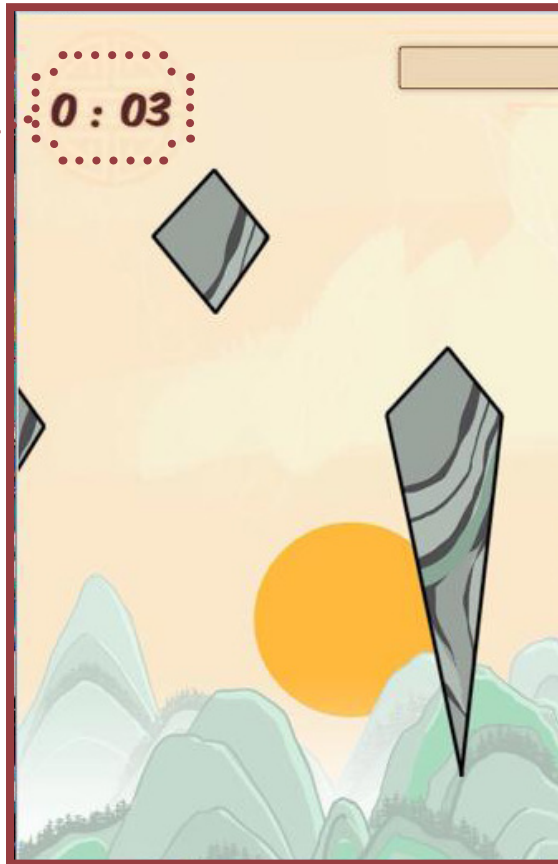


# THE GAME SCREEN

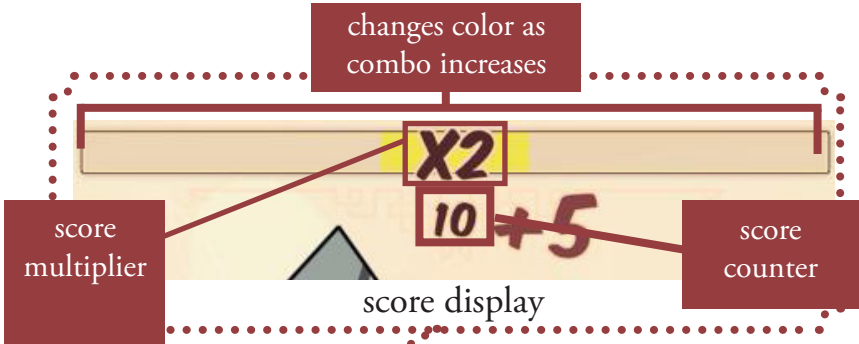
While in a trial, your computer screen should look something like the diagram to the right, with the timer, score, and enemy count display.



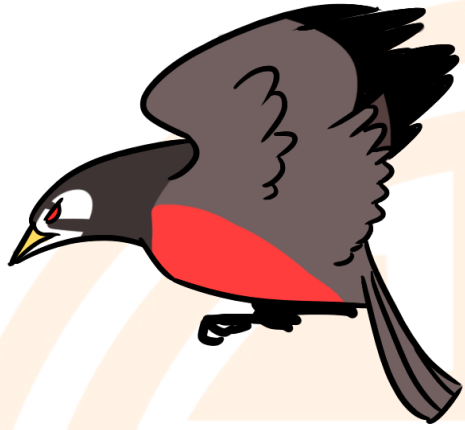
the game  
screen







**WANDERERS**  
will not attack you, but  
pay attention to them -  
they just might lead you  
to a shortcut.



# MEET YOUR OPPONENTS



**SENTINELS**  
are blind but chase you  
through their sense of  
smell. In large packs,  
they can be vicious.



## AEGIS

use sorcery to create shields that protect themselves, making it impossible to dash through them from a particular angle.

During your trials, you will encounter each enemy class. Each class has its own characteristics that you must learn to overcome.



## BALLISTA

are small and helpless by themselves, but together, will use their power to shoot fireballs your way.



## Credits

### **PROGRAMMERS**

Sofonias Assefa  
Roger Chen  
Noah Grossman  
Steven Mah  
Robin Martin

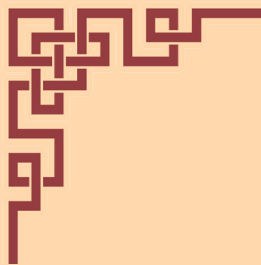
### **DESIGNER**

Karen Zhou

**ALSO**, many, many  
thanks to **Colin Defant**  
for the totally awesome  
soundtrack. You are the  
best!







Dash ©2014 Speedy Chalupa

